

TRASHMAN



As the spearhead of the city's anti-litter campaign, you have decided to participate at the grassroots level by personally driving the town garbage truck. Your mission: to patrol the city streets, picking up litter and

emptying trash cans! Your attempts to clean up the town, however, are thwarted by the enormous flies that threaten your truck whenever it goes.

CONTROLS

FUNCTION:	Move Left	Move Right	Move Up	Move Down	Pause	Start Over
JOYSTICK:	LEFT	RIGHT	UP	DOWN	BUTTON	
KEYBOARD:						RESTORE KEY

SCORING

Yellow Litter:	15 points
Red Trash Barrel:	50 points
Flies:	100 to 800 points
Bonus Character:	500 to 5000 points (depending on bonus level)

HOW TO PLAY

To start: Turn the C64 off, insert the TRASHMAN cartridge firmly into the slot, turn the C64 on.

To set the bonus level: Move the joystick left to increase the bonus level. Move the joystick right to decrease the bonus level.

To start play: Press the button. Picking up the trash barrels during the round allows you to consume flies for a limited period of time and

score extra points. If you completely rid the streets of barrels and trash, you'll get a new town full of trash and proceed to the next bonus level. The town awards you another garbage truck every 10,000 points.

To pause: Press the firing button. To resume play, press the firing button again.

ENTERING YOUR INITIALS FOR HIGH SCORE AT GAME END

Move the joystick forward or backward until the correct first initial appears. Move the joystick right to go to the second and third

initials. If you go back again, when the initials are correctly entered, press the firing button.

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